

DETAINED

THE WAR will end eventually.

Each player but one (**THE WARDEN**) needs a sheet of paper with their Character's Name and Rank. The group will need two six sided dice.

To begin play, each player individually narrates how they were captured.

THE WARDEN narrates how the guards will try to break the player characters, one by one, going around the table.

THE PRISONERS :

A - Explain how they **SACRIFICE** something about themselves to survive The Warden's machinations of the day. They write this on their sheet, and may not ever call on that part of their psyche or physiology again.

OR

B - Explain how they **BETRAY** another prisoner (Player Character). The Warden rolls a die. If it is equal to or lower than the number of times that prisoner has been betrayed, the guards will end up killing them. That player can help The Warden's player with ideas.

After each cycle around the table, roll two dice. On snake eyes **THE WAR** is over, the camp disbanded and the Prisoners freed. Otherwise, a new day dawns and play begins again.



A Game by Sean Fager.
This work is licensed under a
[Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).